

TAITO



CHASE H.Q.™

CHASE H.Q., WE HAVE AN EMERGENCY HERE! THE CRIMINAL IS GETTING AWAY.
CHASE AND APPREHEND THE VEHICLE. LET'S GO MR. DRIVER!!

The all-new action packed driving game. Ride along with Tony Gibson and his partner Raymond Brody in their souped up sports car in their high speed chase after some of the world's most wanted criminals.



CHASE!

STORY

DATELINE New York, NY Special detective Tony Gibson (a sports car enthusiast) and his partner Raymond Brody work for a special unit of the Manhattan Police Department called—Chase Special Investigation Headquarters—or commonly known as “CHASE HQ.” One day while cruising the city streets and enjoying the sunshine the radio crackled with the following message:

“This is Nancy at Chase HQ. We’ve got an emergency here. Help, the ‘Iskko Slasher’ has been spotted and is fleeing towards the suburbs in a white sports car, now!”

“10-4 Nancy, we read you loud and clear!”

“Bear that Tony of yours? Looks like we’re in for some action today, huh. If it ain’t broken, don’t fix it. We’ve got some ‘hooptie’ to do.”

CHASE HQ to the rescue. Only the best of the best drivers can make it as you’ve got a limited amount of turbo charge and no way to apprehend criminals other than to ram their cars until they’re completely disabled. Sound easy? It’s not. Sound fun? IT IS.

CHASE HQ has all the fun of a driving game along with the action of a real video game combined with it to add a new dimension. Just as Operation Wolf set a new standard for gun games, Chase HQ sets a new standard for driving games.

CHASE HQ. It’s much more than a driving game.

How to play

- The player is driving an unmarked patrol car and must chase and apprehend various criminals according to headquarter radio contact.
- Chase HQ is different from normal driving games in that the player must do more than win a race. He must locate the target vehicle, catch up to it, and render it inoperable by crashing into it.
- The distance from the suspect car and player car is shown on the map at the right hand side of the screen.
- When the player has caught up to the suspect car, the dome light is placed on the patrol car and the timer is extended.
- During the extended time period the player must continuously crash into the target vehicle until the damage meter on the left hand side of the screen has indicated the vehicle is inoperable.
- The player is given 3 bursts of turbo charge in each round which is activated by the shift knob button. The game ends when timer reaches zero or the player has cleared all five rounds.



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Explanation of rounds:

- Round 1...white sports car
- Round 2...yellow sports car
- Round 3...silver sports car
- Round 4...blue sports car
- Round 5...reported as unknown

The player's car will spin out and slow down when coming in contact with other cars in the normal traffic flow.

The player is allowed to continue if time runs out by inserting additional coins and pushing the start button.

Play Hints:

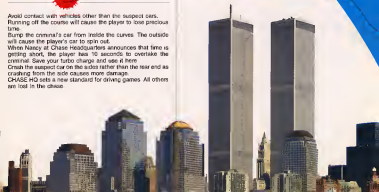
Avoid contact with vehicles other than the suspect cars. Running off the course will cause the player to lose precious time.

Bump the criminal's car from inside the curves. The outside will cause the player's car to spin out.

When Nancy at Chase Headquarters announces that time is getting short, the player has 10 seconds to overtake the criminal. Save your turbo charge and use it here.

Crash the suspect car on the side rather than the rear end as crashing from the side causes more damage.

CHASE HQ sets a new standard for driving games. All others are lost in the chase.





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